

Artist's Talent (1)(R) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bakersbane Duo (1)(G) Creature -- Squirrel Raccoon When this creature enters, create a Food token. Whenever you expend 4, this creature gets +1/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkform Harvester (3) Artifact Creature -- Shapeshifter Changeling (This card is every creature type.) Reach {2}: Put target card from your graveyard on the bottom of your library. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkform Harvester (3) Artifact Creature -- Shapeshifter Changeling (This card is every creature type.) Reach {2}: Put target card from your graveyard on the bottom of your library. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Barkform Harvester (3) Artifact Creature -- Shapeshifter Changeling (This card is every creature type.) Reach {2}: Put target card from your graveyard on the bottom of your library. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Blast (1)(R) Instant Gift a Treasure (You may promise an opponent a gift as you cast this spell. If you do, they create a Treasure token before its other effects. It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Blooming Blast deals 2 damage to target creature. If the gift was promised, Blooming Blast also deals 3 damage to that creature's controller. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushy Bodyguard (1)(G) Token Creature -- Squirrel Warrior When this creature enters, you may forage. If you do, put two +1/+1 counters on it. (This token's mana cost is {1}{G}.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carrot Cake (1)(W) Artifact -- Food When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Sacrifice this artifact: You gain 3 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cindering Cutthroat 2BR Creature -- Lizard Assassin This creature enters with a +1/+1 counter on it if an opponent lost life this turn. {1}{B/R}: This creature gains menace until end of turn. (It can't be blocked except by two or more creatures.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clement, the Worrywort 1GU Legendary Creature -- Frog Druid Vigilance Whenever Clement or another creature you control enters, return up to one target creature you control with lesser mana value to its owner's hand. Frogs you control have "{T}: Add {G} or {U}. Spend this mana only to cast a creature spell." [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consumed by Greed 1BB Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent sacrifices a creature with the greatest power among creatures they control. If the gift was promised, return target creature card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Corpseberry Cultivator 1BGB Creature -- Squirrel Warlock At the beginning of combat on your turn, you may forage. (Exile three cards from your graveyard or sacrifice a Food.) Whenever you forage, put a +1/+1 counter on this creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Curious Forager 2G Creature -- Squirrel Druid When this creature enters, you may forage. When you do, return target permanent card from your graveyard to your hand. (To forage, exile three cards from your graveyard or sacrifice a Food.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daggerfang Duo 2B Creature -- Rat Squirrel Deathtouch When this creature enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dewdrop Cure 2W Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Driftgloom Coyote 3WW Creature -- Elemental Coyote When this creature enters, exile target creature an opponent controls until this creature leaves the battlefield. If that creature had power 2 or less, put a +1/+1 counter on this creature. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Druid of the Spade 2 G Creature -- Rabbit Druid As long as you control a token, this creature gets +2/+0 and has trample. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Early Winter 4 B Instant Choose one -- * Exile target creature. * Target opponent exiles an enchantment they control. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eddymurk Crab 5 U U Creature -- Elemental Crab Flash This spell costs {1} less to cast for each instant and sorcery card in your graveyard. This creature enters tapped if it's not your turn. When this creature enters, tap up to two target creatures. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eddymurk Crab 5 U U Creature -- Elemental Crab Flash This spell costs {1} less to cast for each instant and sorcery card in your graveyard. This creature enters tapped if it's not your turn. When this creature enters, tap up to two target creatures. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fell 1 B Sorcery Destroy target creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flamecache Gecko 1 R Creature -- Lizard Warlock When this creature enters, if an opponent lost life this turn, add {B}{R}. {1}{R}, Discard a card: Draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Junkblade Bruiser (3)(R)(R) Creature -- Raccoon Berserker Trample Whenever you expend 4, this creature gets +2/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Junkblade Bruiser (3)(R)(R) Creature -- Raccoon Berserker Trample Whenever you expend 4, this creature gets +2/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knightfisher (3)(U)(U) Creature -- Bird Knight Flying Whenever another nontoken Bird you control enters, create a 1/1 blue Fish creature token. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lifecreed Duo (1)(W) Creature -- Bat Bird Flying Whenever another creature you control enters, you gain 1 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Long River Lurker (2)(U) Creature -- Frog Scout Ward {1} Other Frogs you control have ward {1}. When this creature enters, target creature you control can't be blocked this turn. Whenever that creature deals combat damage this turn, you may exile it. If you do, return it to the battlefield under its owner's control. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maha, Its Feathers Night (3)(B)(B) Legendary Creature -- Elemental Bird Flying, trample Ward--Discard a card. Creatures your opponents control have base toughness 1. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mind Spiral (4)(U) Sorcery Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Target player draws three cards. If the gift was promised, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muerra, Trash Tactician (1)(R)(G) Legendary Creature -- Raccoon Warrior At the beginning of your first main phase, add {R} or {G} for each Raccoon you control. Whenever you expend 4, you gain 3 life. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) Whenever you expend 8, exile the top two cards of your library. Until the end of your next turn, you may play those cards. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pearl of Wisdom (2)(U) Sorcery This spell costs {1} less to cast if you control an Otter. Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pileated Provisioner (4)(W) Creature -- Bird Scout Flying When this creature enters, put a +1/+1 counter on target creature you control without flying. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plumecreed Escort (1)(U) Creature -- Bird Scout Flash Flying When this creature enters, target creature you control gains hexproof until end of turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polliwallop (3)(G) Instant Affinity for Frogs (This spell costs {1} less to cast for each Frog you control.) Target creature you control deals damage equal to twice its power to target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polliwallop (3)(G) Instant Affinity for Frogs (This spell costs {1} less to cast for each Frog you control.) Target creature you control deals damage equal to twice its power to target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pond Prophet (6/U)(6/U) Creature -- Frog Advisor When this creature enters, draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pond Prophet (6/U)(6/U) Creature -- Frog Advisor When this creature enters, draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portent of Calamity (X)(U) Sorcery Reveal the top X cards of your library. For each card type, you may exile a card of that type from among them. Put the rest into your graveyard. You may cast a spell from among the exiled cards without paying its mana cost if you exiled four or more cards this way. Then put the rest of the exiled cards into your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rabid Gnaw (1)(R) Instant Target creature you control gets +1/+0 until end of turn. Then it deals damage equal to its power to target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravine Raider (B) Creature -- Lizard Rogue Menace (This creature can't be blocked except by two or more creatures.) {1}{B}: This creature gets +1/+1 until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Repel Calamity (1)(W) Instant Destroy target creature with power or toughness 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roughshod Duo (2)(R) Creature -- Mouse Raccoon Trample Whenever you expend 4, target creature you control gets +1/+1 and gains trample until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roughshod Duo (2)(R) Creature -- Mouse Raccoon Trample Whenever you expend 4, target creature you control gets +1/+1 and gains trample until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roughshod Duo (2)(R) Creature -- Mouse Raccoon Trample Whenever you expend 4, target creature you control gets +1/+1 and gains trample until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Salvation Swan 3 W Creature -- Bird Cleric Flash Flying Whenever this creature or another Bird you control enters, exile up to one target creature you control without flying. Return it to the battlefield under its owner's control with a flying counter on it at the beginning of the next end step. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scales of Shale 2 B Instant Affinity for Lizards (This spell costs {1} less to cast for each Lizard you control.) Target creature gets +2/+0 and gains lifelink and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned Warrenguard W Creature -- Rabbit Warrior Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seedpod Squire 3 W/U Creature -- Bird Scout Flying Whenever this creature attacks, target creature you control without flying gets +1/+1 until end of turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shore Up U Instant Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Short Bow 2 Artifact -- Equipment Equipped creature gets +1/+1 and has reach and vigilance. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stargaze X B B Sorcery Look at twice X cards from the top of your library. Put X cards from among them into your hand and the rest into your graveyard. You lose X life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starlit Soothsayer 2 B Creature -- Bat Cleric Flying At the beginning of your end step, if you gained or lost life this turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Starscape Cleric 1 B Creature -- Bat Cleric Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Flying This creature can't block. Whenever you gain life, each opponent loses 1 life. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stickytongue Sentinel 2 G Creature -- Frog Warrior Reach When this creature enters, return up to one other target permanent you control to its owner's hand. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormchaser's Talent U Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Take Out the Trash 1 R Instant Take Out the Trash deals 3 damage to target creature or planeswalker. If you control a Raccoon, you may discard a card. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thistledown Players 2 W Creature -- Mouse Bard Whenever this creature attacks, untap target nonland permanent. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thistledown Players 2 W Creature -- Mouse Bard Whenever this creature attacks, untap target nonland permanent. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Treeguard Duo 3 G Creature -- Frog Rabbit When this creature enters, until end of turn, target creature you control gains vigilance and gets +X/+X, where X is the number of creatures you control. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treeguard Duo 3 G Creature -- Frog Rabbit When this creature enters, until end of turn, target creature you control gains vigilance and gets +X/+X, where X is the number of creatures you control. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vinereap Mentor B G Creature -- Squirrel Druid When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	War Squeak R Enchantment -- Aura Enchant creature When this Aura enters, target creature an opponent controls can't block this turn. Enchanted creature gets +1/+1 and has haste. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wax-Wane Witness (3)(W) Creature -- Bat Cleric Flying, vigilance Whenever you gain or lose life during your turn, this creature gets +1/+0 until end of turn. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whiskerquill Scribe (1)(R) Creature -- Mouse Citizen Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, you may discard a card. If you do, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wick, the Whorled Mind (3)(B) Legendary Creature -- Rat Warlock Whenever Wick or another Rat you control enters, create a 1/1 black Snail creature token if you don't control a Snail. Otherwise, put a +1/+1 counter on a Snail you control. {U}{B}{R}, Sacrifice a Snail: Wick deals damage equal to the sacrificed creature's power to each opponent. Then draw cards equal to the sacrificed creature's power. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wishing Well (3)(U) Artifact {T}: Put a coin counter on this artifact. When you do, you may cast target instant or sorcery card with mana value equal to the number of coin counters on this artifact from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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